

**PENGEMBANGAN MEDIA PEMBELAJARAN BERBASIS GAME  
SEBAGAI PENDUKUNG MATA PELAJARAN TEKNOLOGI  
INFORMASI DAN KOMUNIKASI (TIK)  
MATERI OPERASI DASAR KOMPUTER  
MENGUNAKAN ADOBE FLASH**

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**ABSTRAK**

Penelitian ini memiliki tujuan untuk (1) Membuat game sebagai media pembelajaran TIK menggunakan *Adobe Flash*, dan (2) Menguji tingkat kelayakan media pembelajaran berbasis *game* Mata Pelajaran TIK Materi Operasi Dasar Komputer yang dibuat menggunakan *software Adobe Flash CS3*.

Metode penelitian yang digunakan adalah metode penelitian dan pengembangan (*Research and Development*) yang menggunakan tahapan penelitian (1) Analisis Kebutuhan, (2) Desain, (3) Implementasi, (4) Validasi Desain, (5) Revisi Desain, (6) Ujicoba Produk, (7) Revisi Produk, dan (8) Produk Akhir. Objek penelitian berupa Pengembangan Media Pembelajaran Berbasis *Game* Sebagai Pendukung Mata Pelajaran Teknologi Informasi dan Komunikasi (TIK) Materi Operasi Dasar Komputer Menggunakan *Adobe Flash*. Subjek penelitian adalah siswa kelas X MAN Yogyakarta II sebanyak 50 siswa. Pengujian penelitian menggunakan ahli media dan ahli materi serta siswa kelas X MAN Yogyakarta II sebagai responden. Teknik pengumpulan data menggunakan angket. Perolehan data diolah dengan analisis deskriptif untuk mengetahui tingkat kelayakan *game* ini.

Hasil analisis data menunjukkan tingkat kelayakan oleh ahli media sebesar 80,95% yang termasuk kategori sangat layak, ahli materi sebesar 78% yang dikategorikan sangat layak dan siswa sebagai pengguna sebesar 75,14% yang dikategorikan sangat layak. Berdasarkan data tersebut dapat disimpulkan bahwa Pengembangan Media Pembelajaran Berbasis *Game* Sebagai Pendukung Mata Pelajaran Teknologi Informasi dan Komunikasi (TIK) Materi Operasi Dasar Komputer Menggunakan *Adobe Flash* sudah sangat layak sebagai media pembelajaran.

*Kata kunci : media pembelajaran, game, TIK kelas X.*

***MEDIA DEVELOPMENT LEARNING BASED AS STUDY SUBJECT  
INFORMATION TECHNOLOGY AND COMMUNICATION (ITC)  
COMPUTER OPERATIONS MATERIAL BASIC  
BY USING ADOBE FLASH***

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***ABSTRACT***

*The purpose of this study were (1) Develop the game as ITC learning media by using Adobe Flash, and (2) Test the feasibility of game-based learning media of ITC Computer Basic Operations Subject which created by using Adobe Flash CS3 Software.*

*The method used in this research was Research and Development method. The stages of the research were : (1) The Needs Analysis, (2) Design, (3) Implementation, (4) Design Validation, (5) Design Revisions, (6) Product Trial, (7) Product Revisions, and (8) Final Product. The object of the research was a computer media development based on game as Information Technology and Communication (ITC) subject support. Basic computer operations material was using Adobe Flash. The subject of this research were the students of MAN Yogyakarta II in X grade by 50 students. The testing of the research was using the media expert and matter experts also X grade MAN Yogyakarta student as the respondents. The data collection techniques used were questionnaires. The acquisition of the data processed by descriptive analysis was to determine the feasibility of this game.*

*The result of data analysis showed that the feasibility by media expert at 80,95% which is very feasible the category. Matter experts by 78% which categorized very feasible and the students as the most user by 75,14% which is categorized as very feasible. Based on this data it can be concluded that the media development learning based as study subject information technology and communication (ITC) computer operations material basic by using Adobe Flash was very feasible as media learning.*

*Keyword : media learning, game, Class X ITC.*